

# OPEN SEAS

WHO RULES THE OCEANS HAS MASTERED  
THE YOUNG KINGDOMS, MELNIBONÉ, THE ISLE OF THE  
PURPLE TOWNS, AND DREAD PAN TANG

ARE THE HINGES OF THE SEA  
AND THE GRAPPLES OF THE LAND.

EACH SEEKS DOMINION IN THE WORLD,  
AND HAS HAD IT IN THE PAST, OR WILL HAVE IT SOON.  
WHILE CHAOS, LAW, AND BALANCE LEAVE THE WATERS  
TO THE WIND, THOSE WHO DARE MAY SAIL.

*Sailing on the Seas of Fate* details ship and sea rules for use with the ELRIC! roleplaying game, providing all the tools and background needed by a gamemaster. It includes a ship record sheet, sixteen types of merchant vessels, various small boats, lethal warships, and the feared Melnibonéan battle barge. Also featured are sailing instructions, a ship disaster table, sea menaces, storms, siege engines, seafaring, survival at sea, ship and sea battles in the Saga, crew stats for five classes of vessels, creatures, scenario hooks, an analysis of the Dark Ship that sails the multiverse, spot rules for shipboard combat, shipboard fumble rules, many illustrations, more.

MICHAEL MOORCOCK'S

# ELRIC!

DARK FANTASY ROLEPLAYING

## THE MULTIVERSE OF ELRIC!

Atlas of the Young Kingdoms (2905)  
The Bronze Grimoire (2904)  
The Unknown East (2907)  
Fate of Fools (2903)  
Gamemaster's Screen (2902)

## WHAT IS ELRIC?

ELRIC! is a roleplaying game based on the novels of Michael Moorcock, whose tales about Elric and other incarnations of the Eternal Champion are now classics of fantasy available everywhere in the English-speaking world.

In this game, heroes discover secrets about the world of the Young Kingdoms, the nature of the universe, the Gods of Law and Chaos, and what their prophecies portend. You and your friends portray ordinary people from the Young Kingdoms who seek adventure, riches, power, and understanding. You face the same sorts of situations and dangers that Elric, Moonglum, Dorian Hawkmoon, and Corum encountered, but this time you must win those legendary victories.

ELRIC! roleplaying game: #2900



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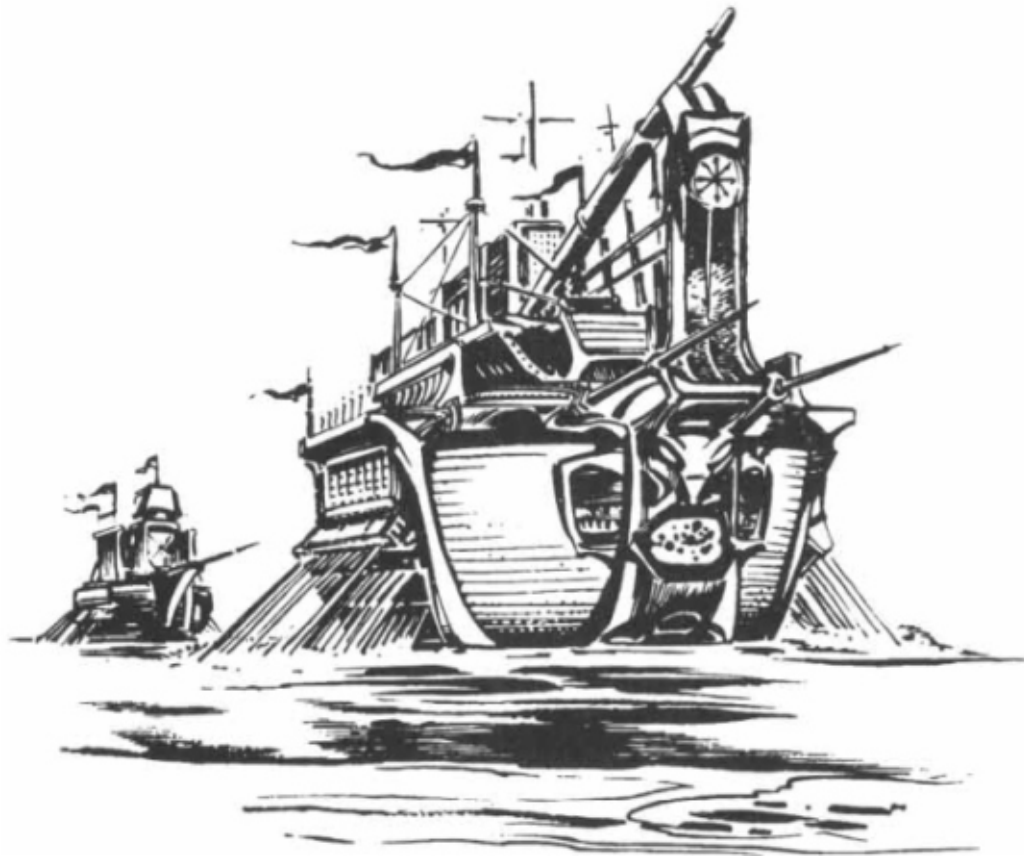


# SAILING ON THE SEAS OF FATE

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SHIPS OF THE YOUNG KINGDOMS





THE BATTLE-BARGES OF MELNIBONE WERE  
RARELY SEEN ON THE OPEN SEAS THESE DAYS,  
BUT ONCE THEY HAD SAILED THE OCEANS OF  
THE WORLD LIKE FEARSOME FLOATING  
MOUNTAINS OF GOLD AND THEY HAD  
BROUGHT TERROR WHEREVER THEY WERE  
SIGHTED.

- ELRIC OF MELNIBONE

# **SAILING ON THE SEAS OF FATE**

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# INTRODUCTION

**S**HIPS AND SAILING abound in the stories of Michael Moorcock. Nothing stirs the heart to adventure more than the thought of full sails in a fair wind, a strong deck underneath your feet, and a wild coast on the horizon filled with danger and rich rewards. This book provides nautical flavor for *Elric!* campaigns. Rules are given as a framework for on-board action.

The first chapter, 'Ships on the Seas', compiles all of the rules and mechanics of nautical activity. Ships are defined by three characteristics: seaworthiness, structure points, and hull quality. Also included are rules and tables for movement speeds, vessel damage and repair, storms, seamonsters, naval combat, and more. Vessels of the Young Kingdoms are identified by nationality and type. Shipsheets are provided for players who wish to keep track of their vessel and its cargo.

The second chapter, 'Seafaring in the Young Kingdoms', is about the nature of sailing in the world of Elric. It contains the travel times between all of the major ports of the Young Kingdoms, and the favored sea routes. The navies of the nations of the world are discussed. A section is devoted to survival at sea, which may prove handy for shipwrecked sailors. Finally, there is a brief, narrative summary of all the oceanic events in the Elric Saga.

The 'Mariners' Digest' gives ready-to-run statistics for six ships and their crews, ideal for encounters and off-the-cuff scenarios. Crew statistics are included for a merchant ship, a miliv vessel, a Melnibonkan battle barge, and a ship of pirates.

'Creatures of the Sea' gives statistics for seven new denizens of the deep, to provide challenges for water-borne adventurers.

The small catch of 'Scenario Hooks' gives outlines for a number of nautical adventures, ready to be developed by the gamemaster and sprung on the players.

The Dark Ship' describes the mysterious inter-planar vessel revealed by Moorcock in *The Sailor on the Seas of*

*Fate*. Perhaps one day the adventurers might join the blind captain and his ship of heroes for an epic quest to another world.

The centerpiece of this book is the epic scenario 'The Curse of the Whiiperer'. A sea-fight with pirates strands the adventurers aboard a sinking ship, with no hope of rescue. Out from the mist sails an ancient battle-barge, silent and deserted. Where are the crew? The adventurers soon learn of the curse that took them, as the sea rises and F'yaray gives up his dead.

The 'Resources' section compiles the rules expansions for *Elric!* combat at sea. Spot Rules cover a range of ondeck situations, there is a special Shipboard Combat Fumble table for gamemasters who enjoy a bit of decksliding and shark-leaping, and important tables from elsewhere in the book are reprinted.

Finally, 'Of the Voyages of the Brig *The Pride Of Utkel*' is a handout-ready pamphlet describing many of the ports of the Young Kingdoms.

We hope that this book provides instruction and inspiration for adventures at sea. Each sea voyage need not be described blow-by-blow, but nor should every journey be safe and quick. In the novel *Stormbringer*, Michael Moorcock quickly dispenses with Elric's passage from Vilmir to the Purple Towns by writing "*Two days later he arrived in the port of Uhaio, at the tip of the smallest of the three Vilnirian peninsulas, and took ship at once to the Isle of Purple Towns, where he disembarked and rode into the interior...*"

However, Moorcock then spends the three chapters following on an exhaustive description of a mass fleet battle. As a fine storyteller, he understands when detail is important, and when it is best to skip ahead to the real action. The gamemaster can elect to speed the adventurers to their destination, or delay them along the way with a wavetossed tale of drama and human courage.

*Sail ho!*